

FIG. 2

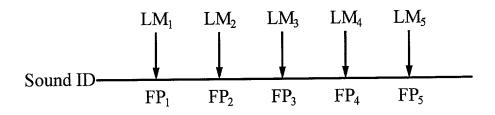


FIG. 4

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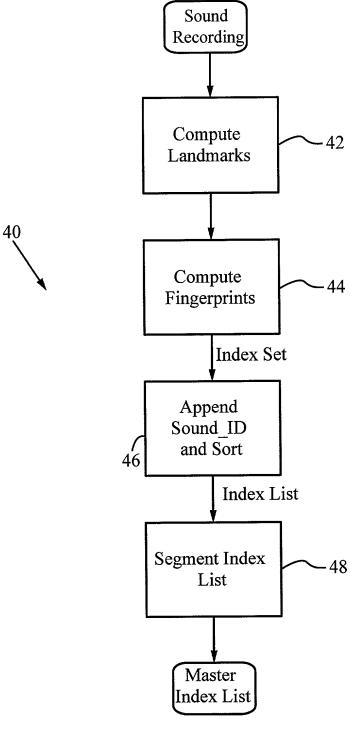
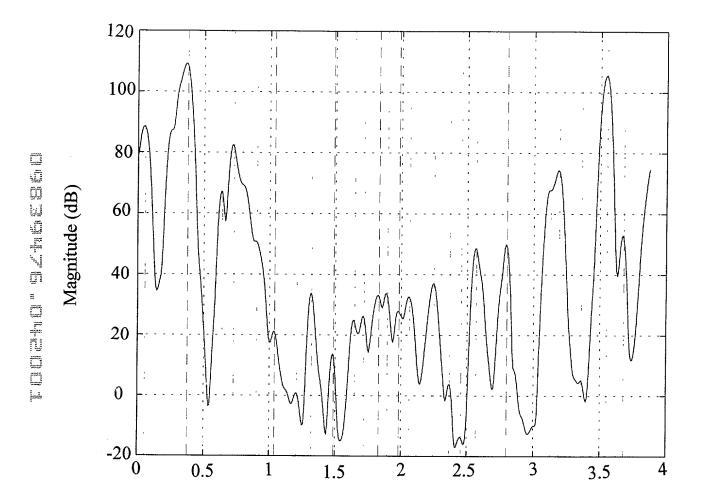


FIG. 3

Landmarks in L4 Norm



Time (sec) [64-sample frames]

FIG. 5

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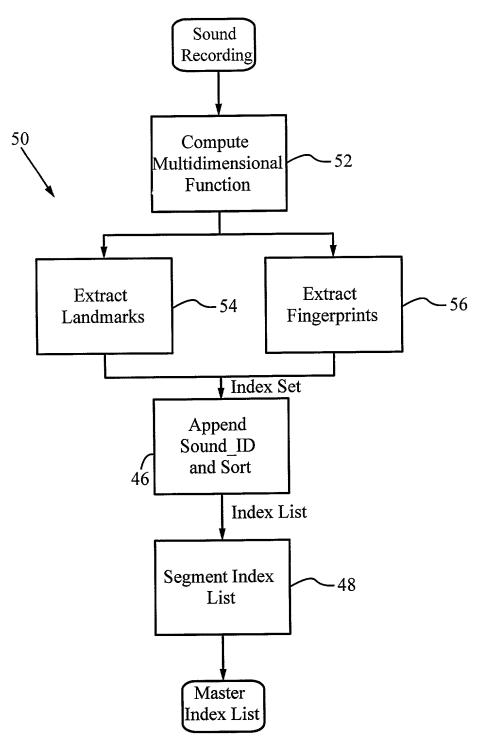


FIG. 6

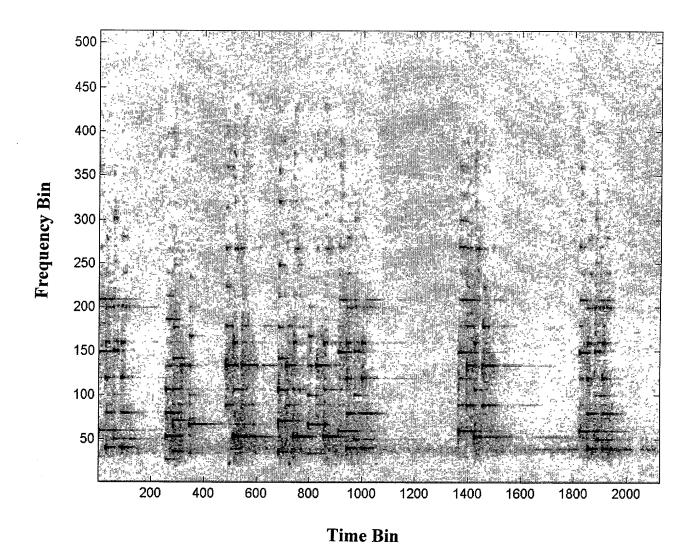


FIG. 7A

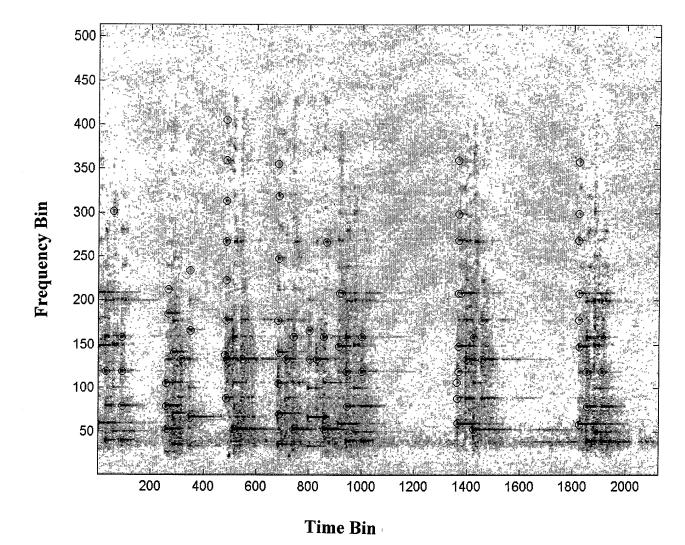


FIG. 7B

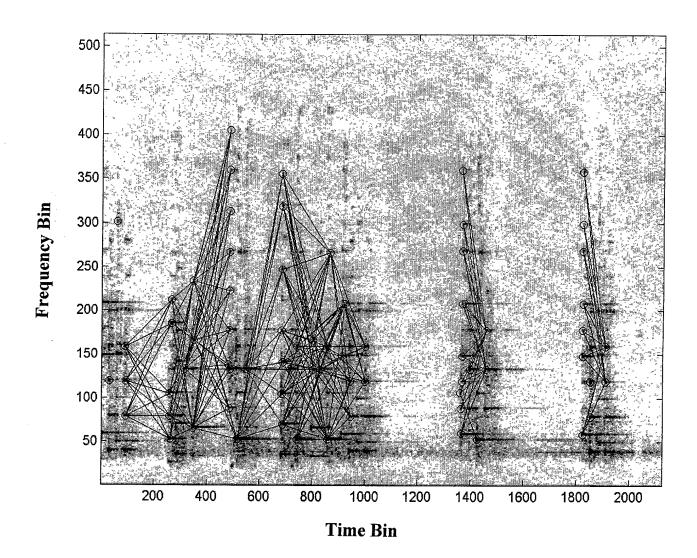


FIG. 7C

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Index Sets

```
Sound_ID<sub>1</sub>

Sound_ID<sub>n</sub>

(fingerprint<sub>1</sub>, landmark<sub>1</sub>)

(fingerprint<sub>2</sub>, landmark<sub>2</sub>)

(fingerprint<sub>m</sub>, landmark<sub>m</sub>)

(fingerprint<sub>t</sub>, landmark<sub>t</sub>)

(fingerprint<sub>t</sub>, landmark<sub>t</sub>)
```

FIG. 8A

Index List

```
(fingerprint<sub>1</sub>, landmark<sub>1</sub>, sound_ID<sub>1</sub>)
(fingerprint<sub>2</sub>, landmark<sub>2</sub>, sound_ID<sub>1</sub>)

i
(fingerprint<sub>m</sub>, landmark<sub>m</sub>, sound_ID<sub>1</sub>)

i
(fingerprint<sub>p</sub>, landmark<sub>p</sub>, sound_ID<sub>n</sub>)
(fingerprint<sub>p+1</sub>, landmark<sub>p+1</sub>, sound_ID<sub>n</sub>)

i
(fingerprint<sub>t</sub>, landmark<sub>t</sub>, sound_ID<sub>n</sub>)
```

FIG. 8B

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Master Index List

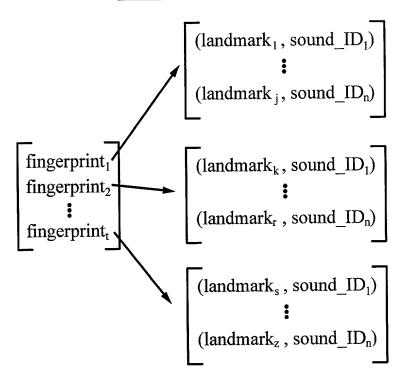


FIG. 8C

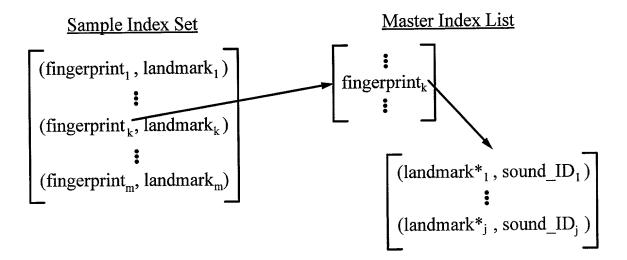


FIG. 9A

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Candidate List

```
(landmark_{1}, landmark_{1}, sound\_ID_{1})
\vdots
(landmark_{k}, landmark_{j}, sound\_ID_{j})
\vdots
(landmark_{m}, landmark_{r}, sound\_ID_{n})
```

FIG. 9B

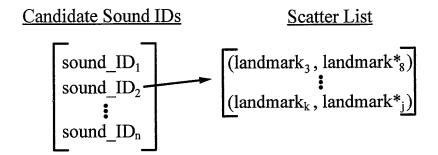
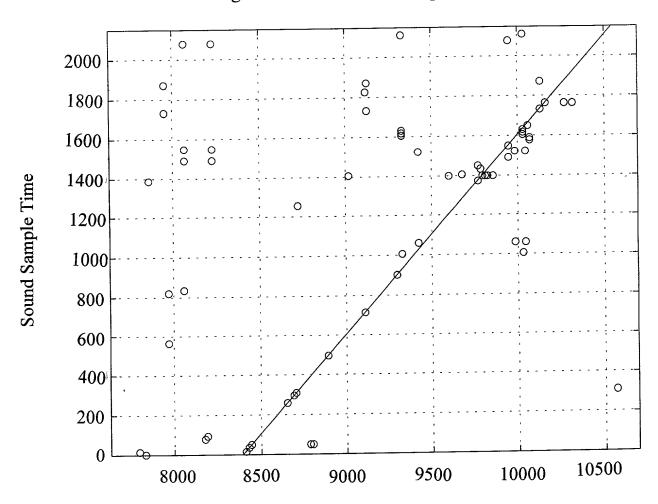


FIG. 9C

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Winning file located: linear correspondence found

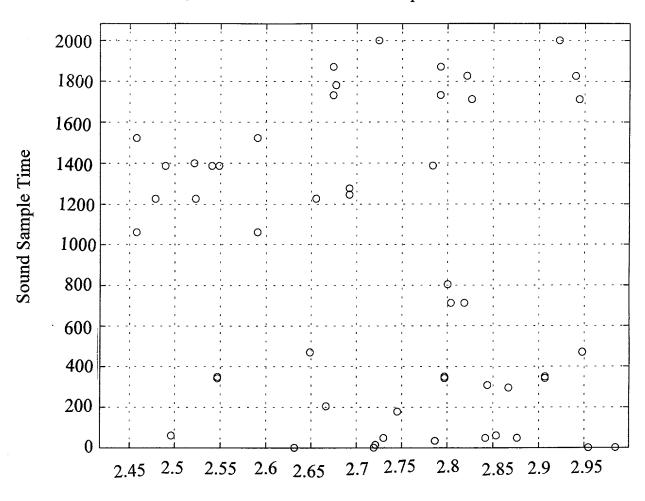


Sound File Time

FIG. 10A

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Winning file not located: linear correspondence not found



Sound File Time/10⁴

FIG. 10B